

BEFORE THE BOARD OF OPTOMETRY
DEPARTMENT OF LABOR AND INDUSTRY
STATE OF MONTANA

In the matter of the transfer) NOTICE OF TRANSFER
of ARM 8.36.101 through)
8.36.804, pertaining to the)
board of optometry)

TO: All Concerned Persons

1. Pursuant to Chapter 483, Laws of Montana 2001, effective July 1, 2001, the Board of Optometry was transferred from the Department of Commerce to the Department of Labor and Industry ARM Title 24, Chapter 168.

2. The transfer of rules is necessary because this board was transferred from the Department of Commerce to the Department of Labor and Industry by the 2001 legislature by Chapter 483, Laws of Montana 2001.

3. The Department of Labor and Industry has determined that the transferred rules will be numbered as follows:

<u>OLD</u>	<u>NEW</u>	
8.36.101	24.168.101	Board Organization
8.36.201	24.168.201	Procedural Rules
8.36.202	24.168.202	Citizen Participation Rules
8.36.401	24.168.203	Board Meetings
8.36.403	24.168.402	Application For Examination
8.36.404	24.168.405	Examinations
8.36.406	24.168.411	General Practice Requirements
8.36.409	24.168.401	Fee Schedule
8.36.412	24.168.2301	Unprofessional Conduct
8.36.415	24.168.301	Anterior Segment Defined
8.36.416	24.168.421	Optometrist's Role In Post-Operative Care
8.36.417	24.168.408	Licensure of Out-Of-State Applicants
8.36.418	24.168.2307	Screening Panel
8.36.419	24.168.2304	Complaint Procedure
8.36.601	24.168.2101	Requirements
8.36.602	24.168.2104	Approved Programs Or Courses
8.36.701	24.168.701	Approved Courses And Examinations
8.36.702	24.168.704	New Licensees
8.36.704	24.168.711	Permissible Drugs
8.36.801	24.168.907	Therapeutic Pharmaceutical Agents
8.36.802	24.168.904	Applicants For Licensure
8.36.803	24.168.901	Approved Course And Examination
8.36.804	24.168.911	Approved Drugs

BOARD OF OPTOMETRY
LARRY OBIE, PRESIDENT

/s/ WENDY J. KEATING
Wendy J. Keating, Commissioner
DEPARTMENT OF LABOR & INDUSTRY

/s/ MARK CADWALLADER
Mark Cadwallader
Alternate Rule Reviewer

Certified to the Secretary of State September 15, 2003